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**SHEN**

Number 1 batsman who keeps breaking records. Like greased lightning between the wickets, with a sharp eye for the ball.



**THE PRIDESIDE**  
CRICKET TO THE ROOTS

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# KWIK CRICKET

IDEAS FOR PLAYING THE GAME

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Cricket from Playground to Test Arena  
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Cricket from Playground to Test Arena

## Kwik Cricket

**Kwik Cricket** was originally launched in 1988. The equipment is made from lightweight, durable plastic and is designed specifically for use with children between the ages of 5 and 11.

There are three different sizes of bat and the equipment has been **constantly improved** to meet the requirements of today's children, teachers, coaches, young leaders, parents and other adults who help our future young cricketers.

A 'Batting Tee', which is used to assist with striking a stationary ball, is included with the equipment.



The emphasis on **Kwik Cricket** should always be on participation and enjoyment. In practice, any number of children can play, from 2 to 32. Simply adapt the game to your own particular environment in terms of time available and numbers playing. In this booklet we have suggested a number

of game formats that can be adapted as necessary.

If you do not already have a kit and would like to find out more about Kwik Cricket, visit

[www.ecb.co.uk/kwikcricket](http://www.ecb.co.uk/kwikcricket)



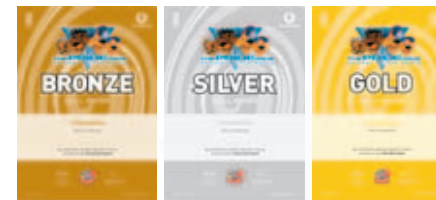
### MAXIE

A real powerhouse – fast bowler and big hitter – with loads of stamina. But he is a bit of a poser.

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## Kwik Cricket Skill Awards

The **Kwik Cricket Skill Awards Scheme** is in 3 parts, Bronze, Silver and Gold. The Awards test children's catching, throwing, bowling and striking skills in a simple and easy-to-organise way. They have also been designed to fit Key Stages 1 and 2 of the **National Curriculum**. For each level, there is a simple instruction sheet to follow which you will find in the **Kwik Cricket Information Pack**. Free Certificates and Badges (50p each) are available for each level and these can be ordered by using the form also included in the Pack.



## HOWZAT! 1st Innings

**HOWZAT! - 'In the Classroom'** is a great resource which uses the fun of cricket to deliver an exciting range of cross curricular exercises supporting the Key Stage 2 curriculum for English, Maths, Science, ICT, D&T, History, Geography, Art and Design, and the framework for PSHE.

**HOWZAT! - 'Playing the Game'** is a Physical Education resource to assist the teaching of cricket at Key Stage 2. It supports teachers in the delivery of aspects of the National Curriculum relating to games activities and is designed to ensure that the absolute newcomer to teaching cricket can derive as much pleasure and satisfaction as the experienced coach. Examples of games from HOWZAT! 1st Innings are shown on the following pages.

This resource, produced with support from Channel 4, has gained government recognition and acclaim from countries around the world. Teachers who wish to claim a **FREE HOWZAT! Resource Pack** should contact their Cricket Development Officer. For details visit [www.ecb.co.uk](http://www.ecb.co.uk).



### WIDGET

A real all-rounder – great batsman, brilliant bowler, quick pair of hands – he just doesn't stop.

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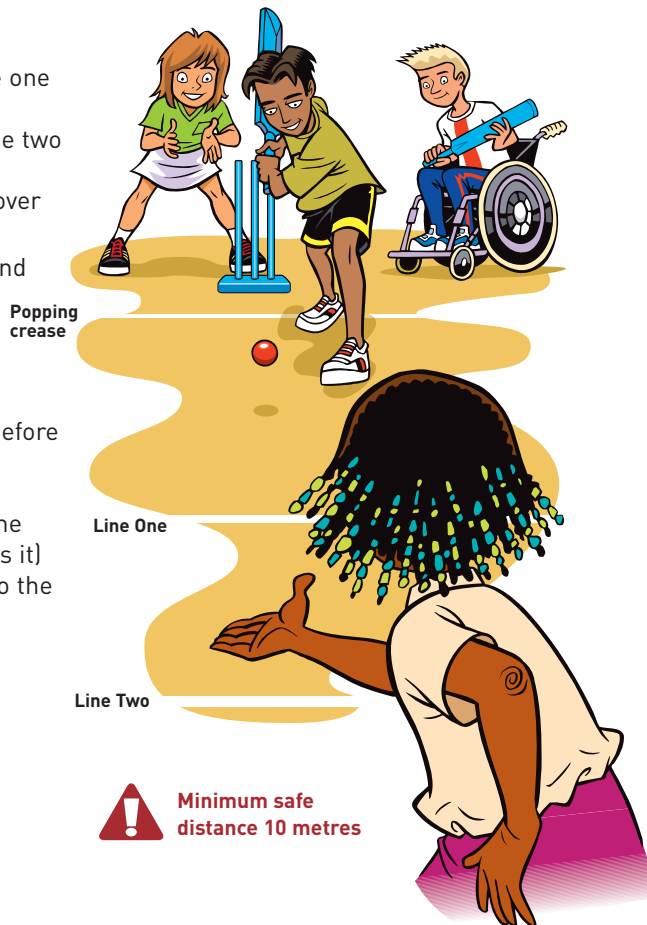
## Lord's Game

### Organisation

- Two teams of four or five per game
- Set the game out as shown
- Each side has two innings of 10 minutes batting time
- Fielding side choose a bowler - who will bowl underarm
- A ball hit between the two markers scores one run
- Bonus runs may be scored:
  - One run for running to line one and back
  - Two runs for running to line two and back
  - Four runs if the ball goes over the boundary line
- Each batter faces six balls and scores are recorded
- Batters can be out if:
  - they are bowled
  - hit wicket
  - a fielder catches the ball before it bounces
  - a run is attempted and the fielder throws the ball to the wicket keeper (who catches it) before the batter returns to the popping crease.
- All remaining balls for that batter are forfeited once the batter is out

### Easier/Harder

- Play off a tee or drop feed or bowl underarm as illustrated
- Decrease/increase distances/targets
- Give an extra run if the hit ball touches the ground before crossing the second line and two runs if it touches before the first line.



## Continuous Cricket

### Organisation

- Divide the class into groups of 10 or 12
- Divide each group into two equal teams
- Set out the activity as shown
- Each team bats for a set period of time (eg. eight minutes)
- Bowler bowls underarm from a minimum of 10 metres
- Each bowler has six deliveries before being replaced
- Batter has to run whether or not the ball is hit and may run more than once
- The batter has to run around a cone (two are provided, one on each side, to cater for left-and right-handers)
- Fielders throw the ball underarm back to the bowler, as quickly as possible, who bowls when ready
- The batter is out when bowled, caught or hit wicket, and the next batter moves in quickly to take their place
- A batter who is not out after facing six balls must change with the next batter
- The teams with most runs wins
- Batters take turns to umpire and keep score.

### Easier/Harder

- Decrease/increase:
  - the length of pitch
  - the size of the wicket
  - the distance between the cones and the wicket

### Including disabled children

- Vary distances batters need to cover
- Reduce stumps
- Have fewer fielders or have them stand further back or further apart
- Use a larger ball
- Allow adapted or single-handed grip
- Measure score by distance hit
- Fielders work in pairs: one stopping, one returning
- Batter may use a runner



## Pairs Cricket

### Organisation

- Divide the class into groups of eight
- Set out the activity as shown
- Divide each group into pairs
- Pair one-two batters (who start with 20 runs)
- Pair three-one bowler and one WK
- Pair three-two on/leg-side fielders
- Pair four-two off-side fielders
- Batting team receives 12 balls
- If a bowled ball passes outside either cone to the left and right of the wicket, a 'wide' is called-the batters receive one run and an extra ball is bowled
- Pairs rotate to new roles after 12 good balls (wides do not count)
- No boundaries. Batters lose three runs each time they are bowled, caught, run out or hit wicket

- Winners are the pair with most runs when every pair has batted

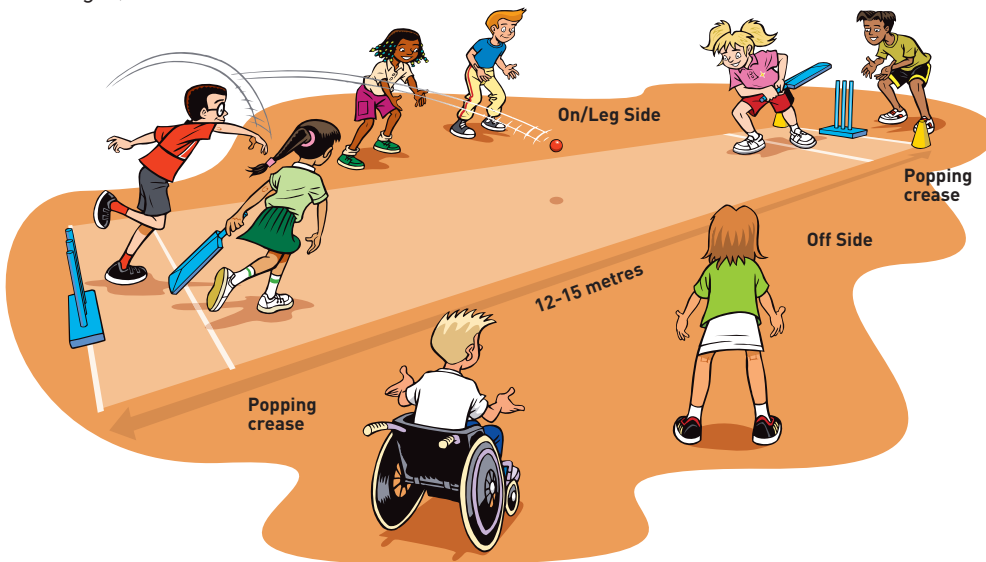
### Easier/harder

- Decrease/increase distances
- Decrease/increase the size of the wicket the batter must defend
- Introduce marked boundaries and boundary scores.

### Including disabled children

- Use a lighter bat or ball

Minimum safe distance 10 metres



## Listed below are examples of what your County Cricket Development Officer can help you with:

### Primary schools

- Coaching visits to schools by qualified ECB coaches (Who have attended the ECB Coaching in Schools Module)
- Assembly visits from appropriate personnel
- In-service training for key stage 2 teachers
- Advice on the quality and quantity of cricket equipment and play equipment required
- Information on competitions (hardball and softball) available for your school to enter at year 5 and 6
- Resources to assist the delivery of the National Curriculum at Key Stage 2. (HOWZAT! 1st Innings and Key Skills Cricket Game for literacy and numeracy).
- Guidance and support on how to set up after-school cricket clubs.
- Provision of resources for Study Support centres (out of school hours learning)
- Advice on Grant Aid, sponsorship and other funding schemes.
- Advice on establishing partnerships with local cricket clubs

### Cricket clubs

- Advice on Grant Aid, Sponsorship and other funding schemes
- Groundsmanship Courses
- Facility improvement
- Coach education
- Partnerships with schools
- Umpire/scorer training
- Equipment
- Competitions
- How to run an efficient junior section
- Development planning
- How to recruit, retain and reward volunteers

Cricket Development Officers contact details can be downloaded from [www.ecb.co.uk](http://www.ecb.co.uk)

